

FIG. 1

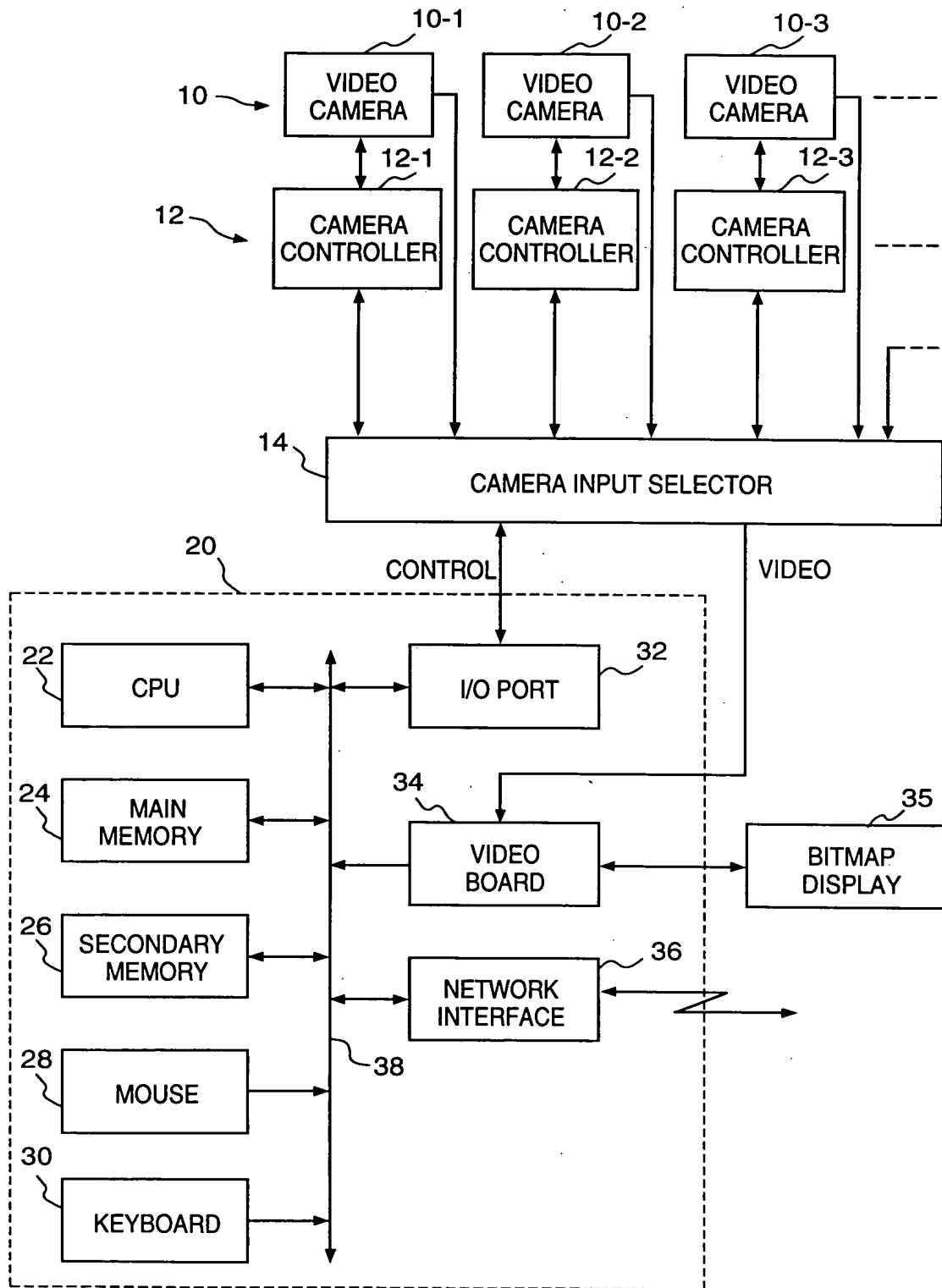


FIG. 2

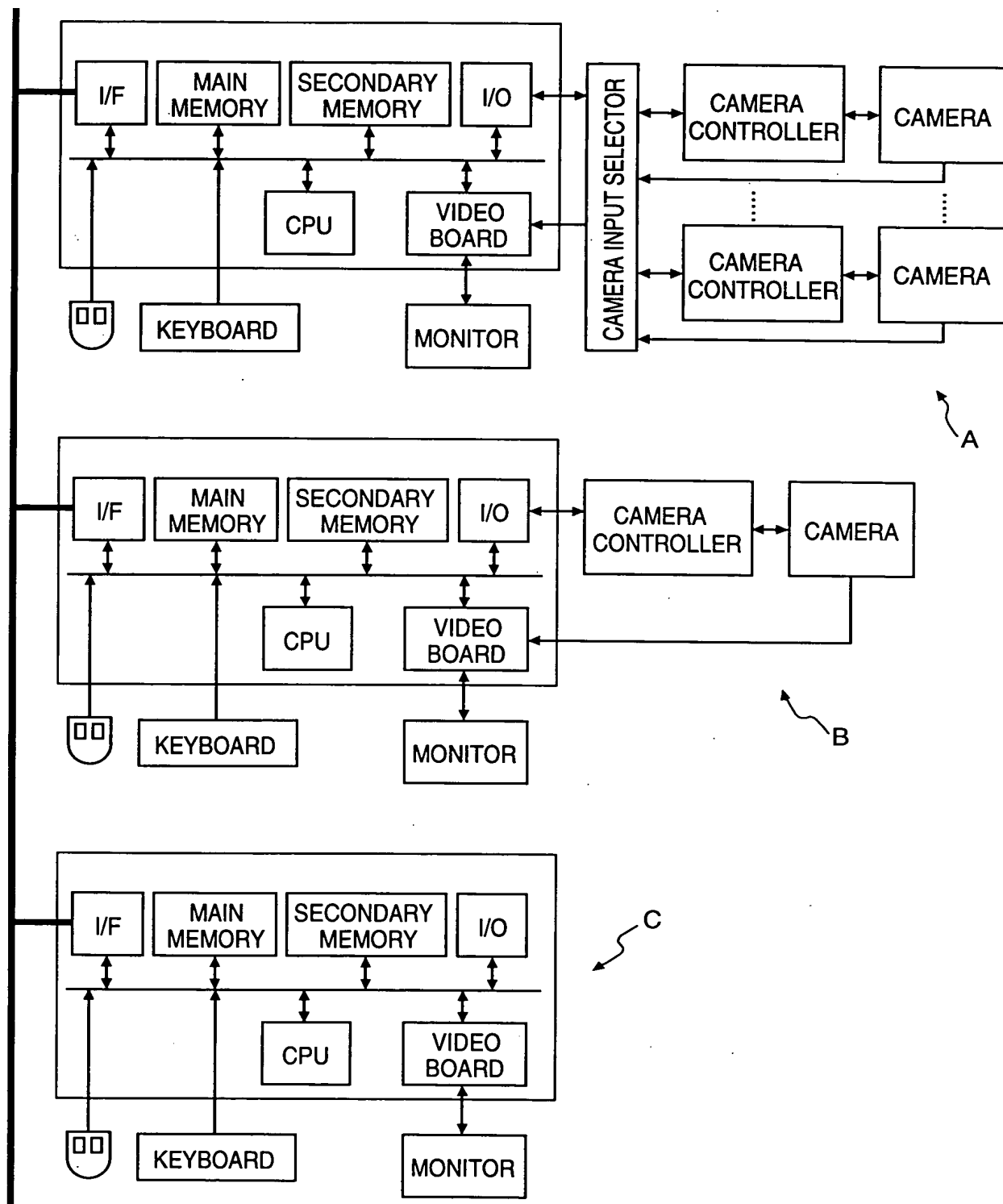


FIG. 3

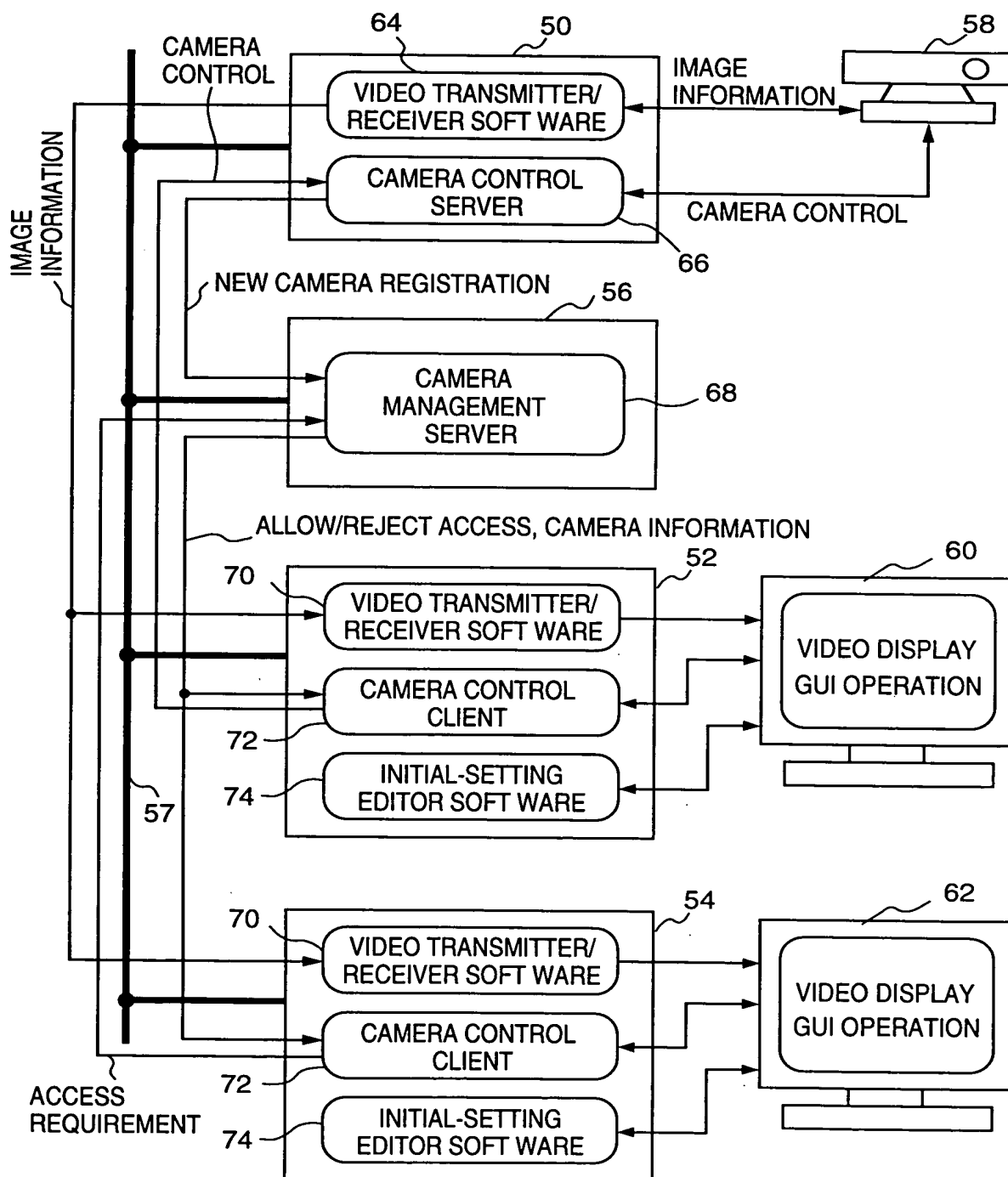


FIG. 4

CAMERA	POSITION (x, y, z)	INITIAL DIRECTION (PAN ANGLE, TILT ANGLE)
CAMERA 1-1	(250 , 30 , 120)	(50 , 10)
CAMERA 1-2	(50 , 30 , 100)	(20 , 25)
CAMERA 1-3	(160 , 30 , 90)	(-10 , -5)
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FIG. 5

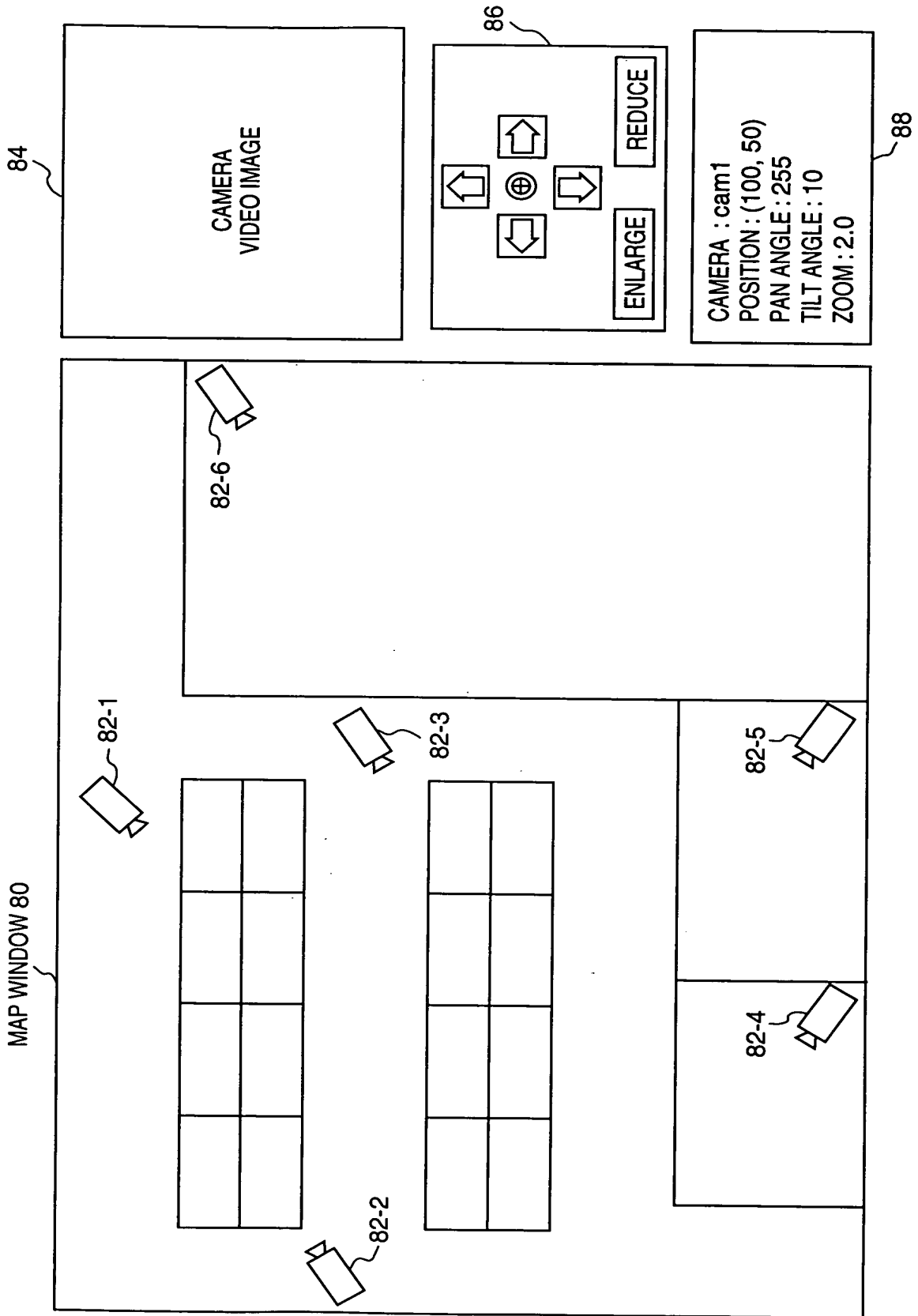


FIG. 6

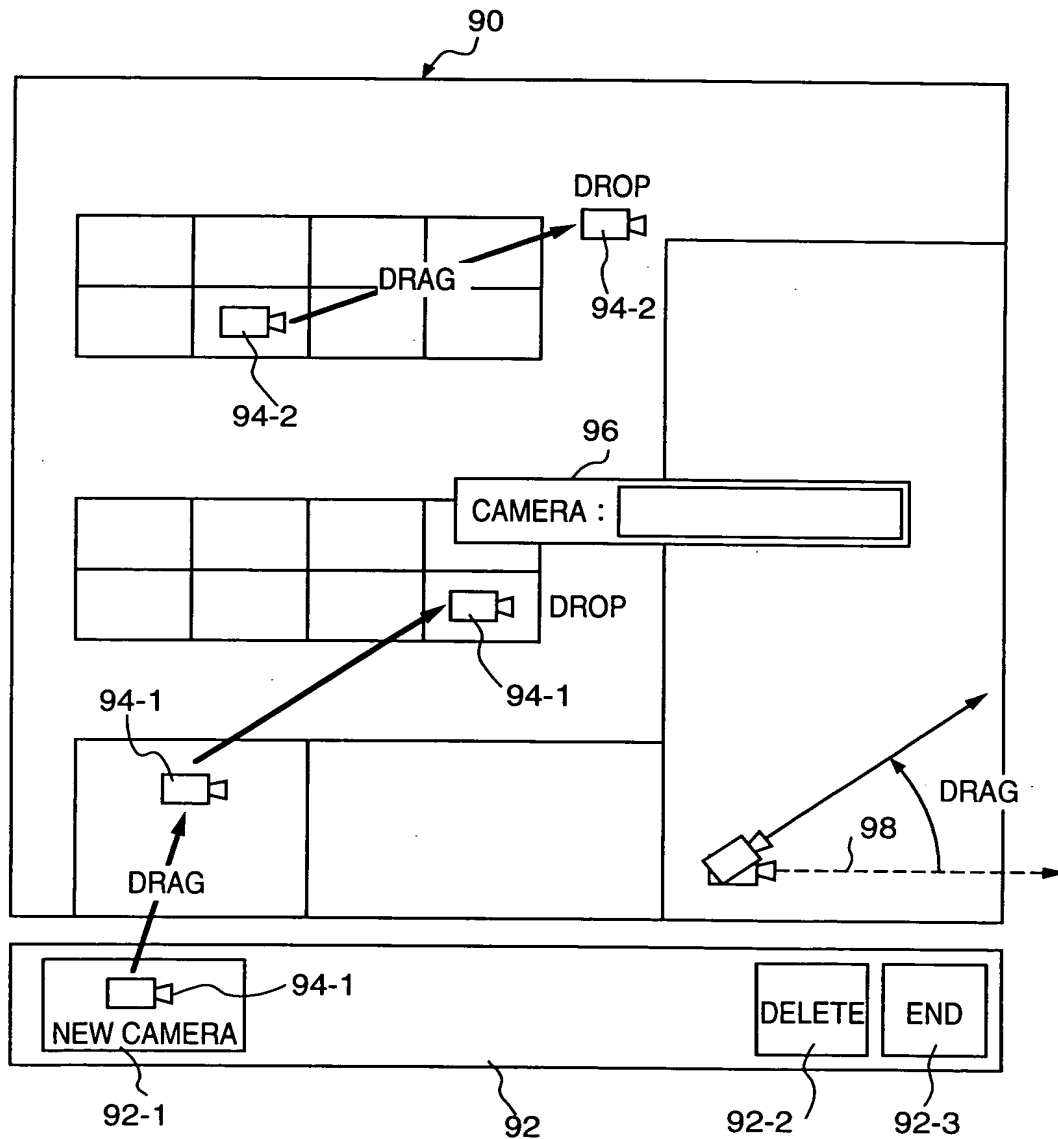


FIG. 7

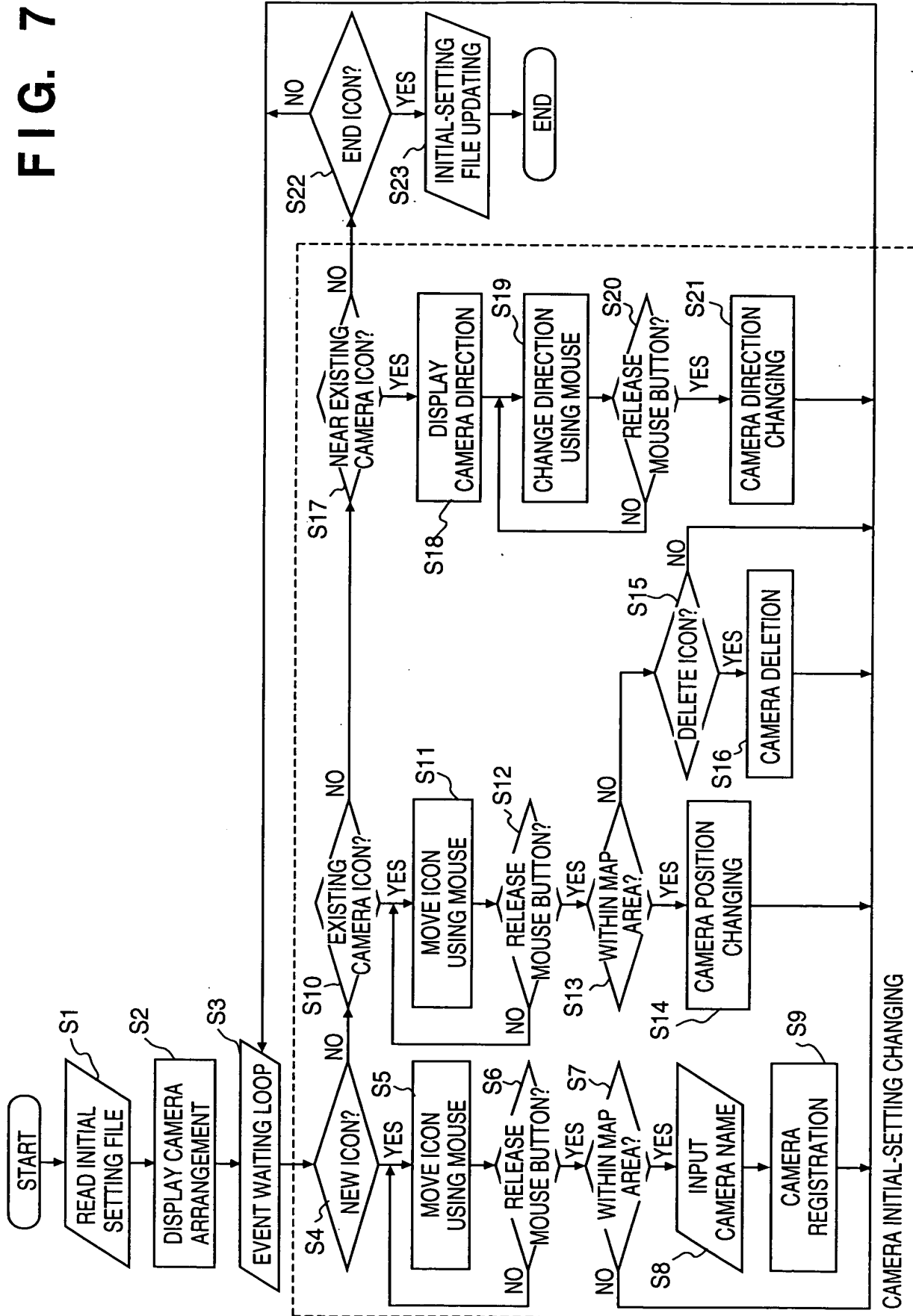


FIG. 8

8 / 22

08/615876

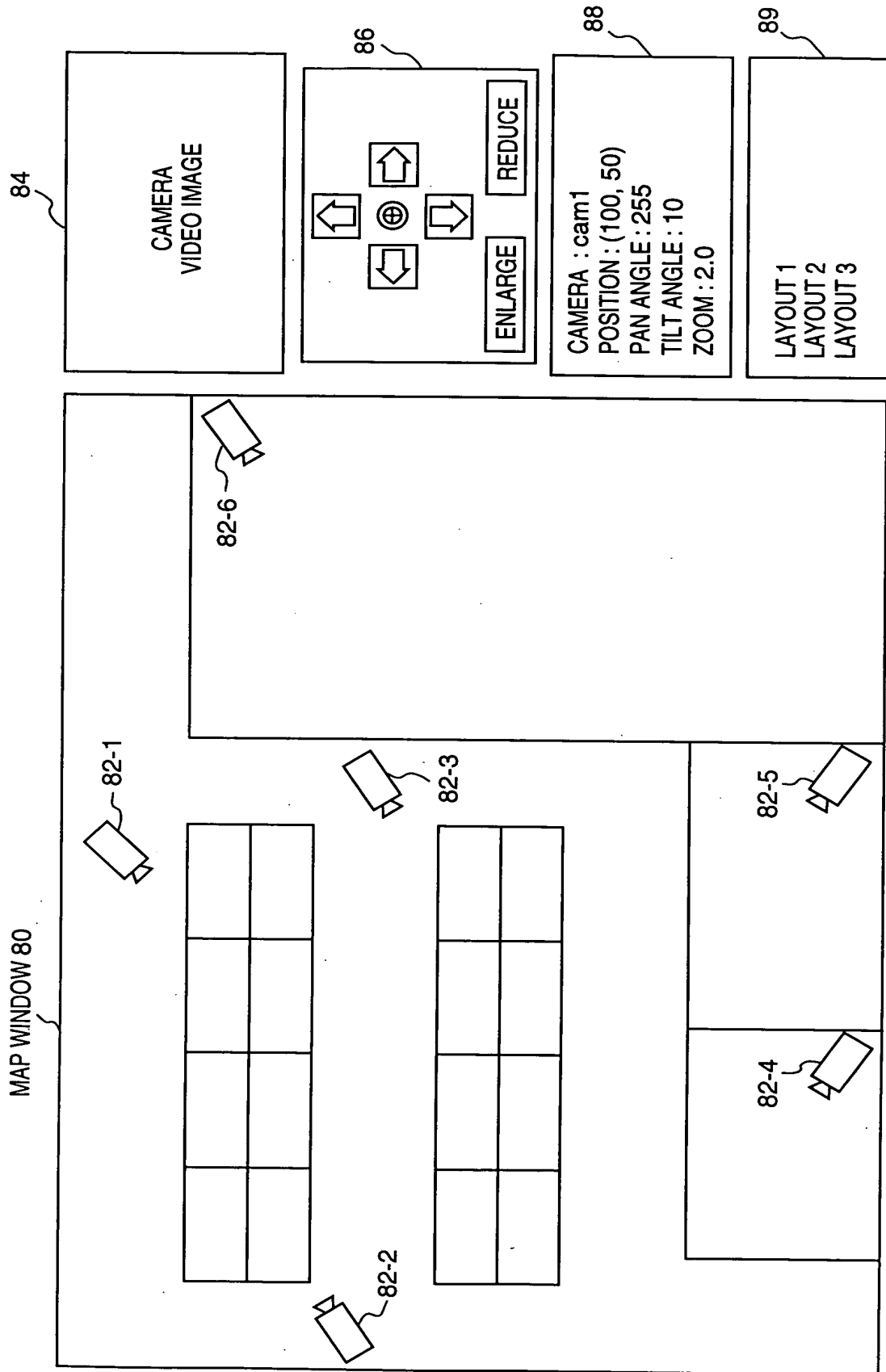


FIG. 9

LAYOUT INFORMATION (ID)	FLOOR	BITMAP FILE NAME	BITMAP SIZE
001	A-26F	a26f.bmf	350 × 200
002	A-19F	a19f.bmf	400 × 250
003	B-3F	b3f.bmf	380 × 200
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FIG. 10

CAMERA	FLOOR	POSITION (x, y, z)	INITIAL DIRECTION (PAN ANGLE, TILT ANGLE)
CAMERA 1-1	A-26F	(250 , 30 , 120)	(50 , 10)
CAMERA 1-2	A-26F	(50 , 30 , 100)	(20 , 25)
CAMERA 1-3	A-3F	(160 , 30 , 90)	(-10 , -5)
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10/22

FIG. 11

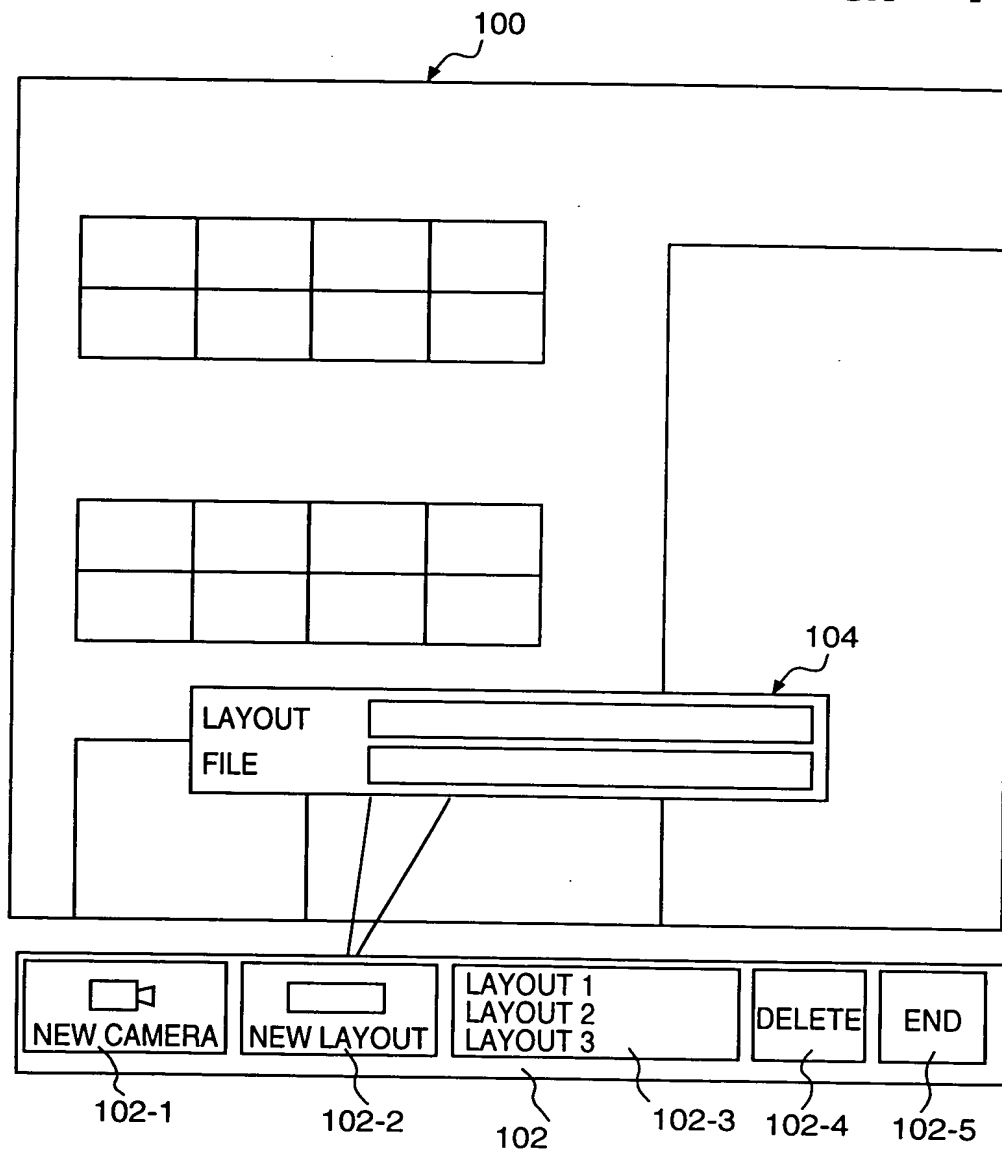


FIG. 12

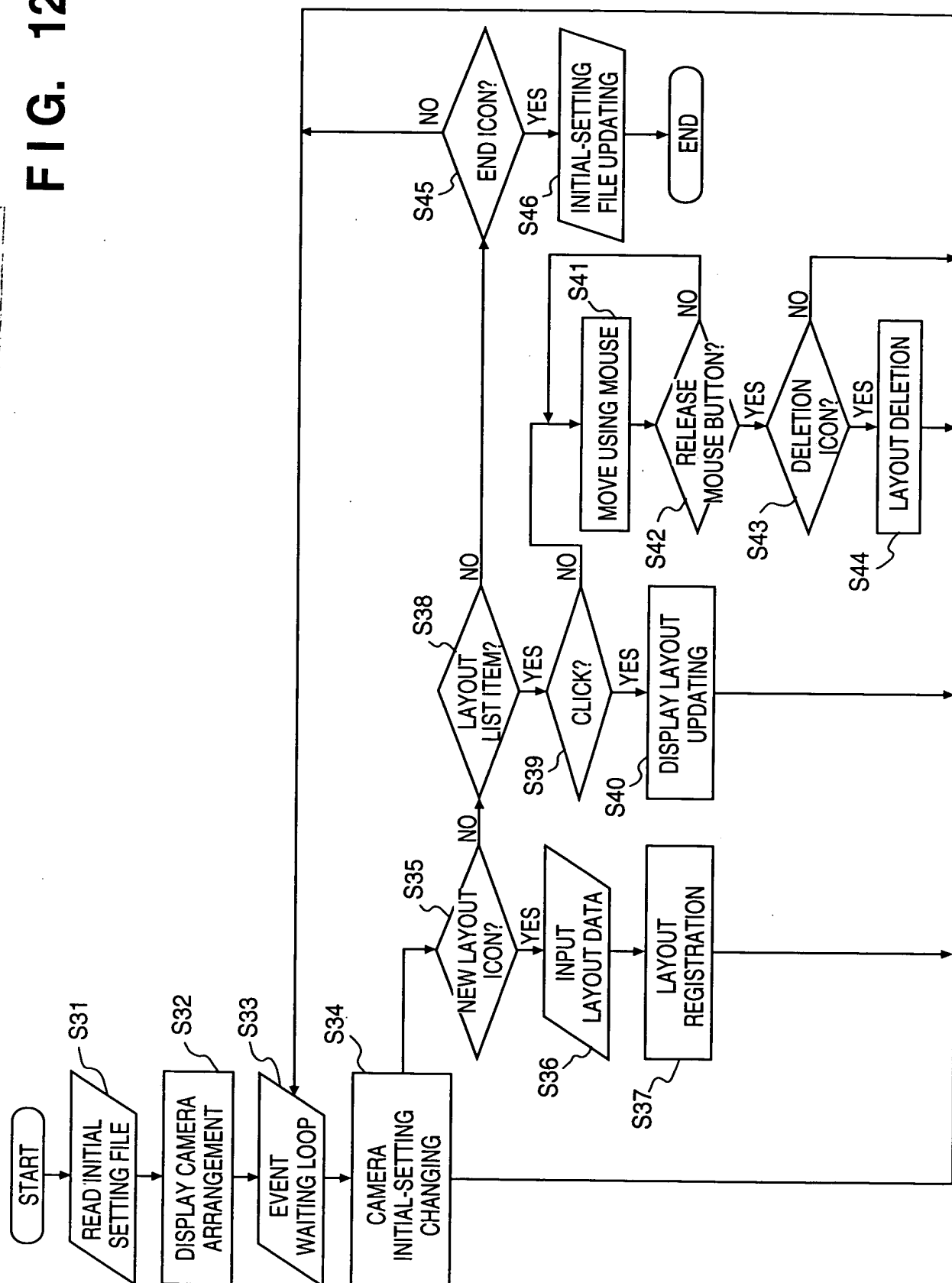


FIG. 13

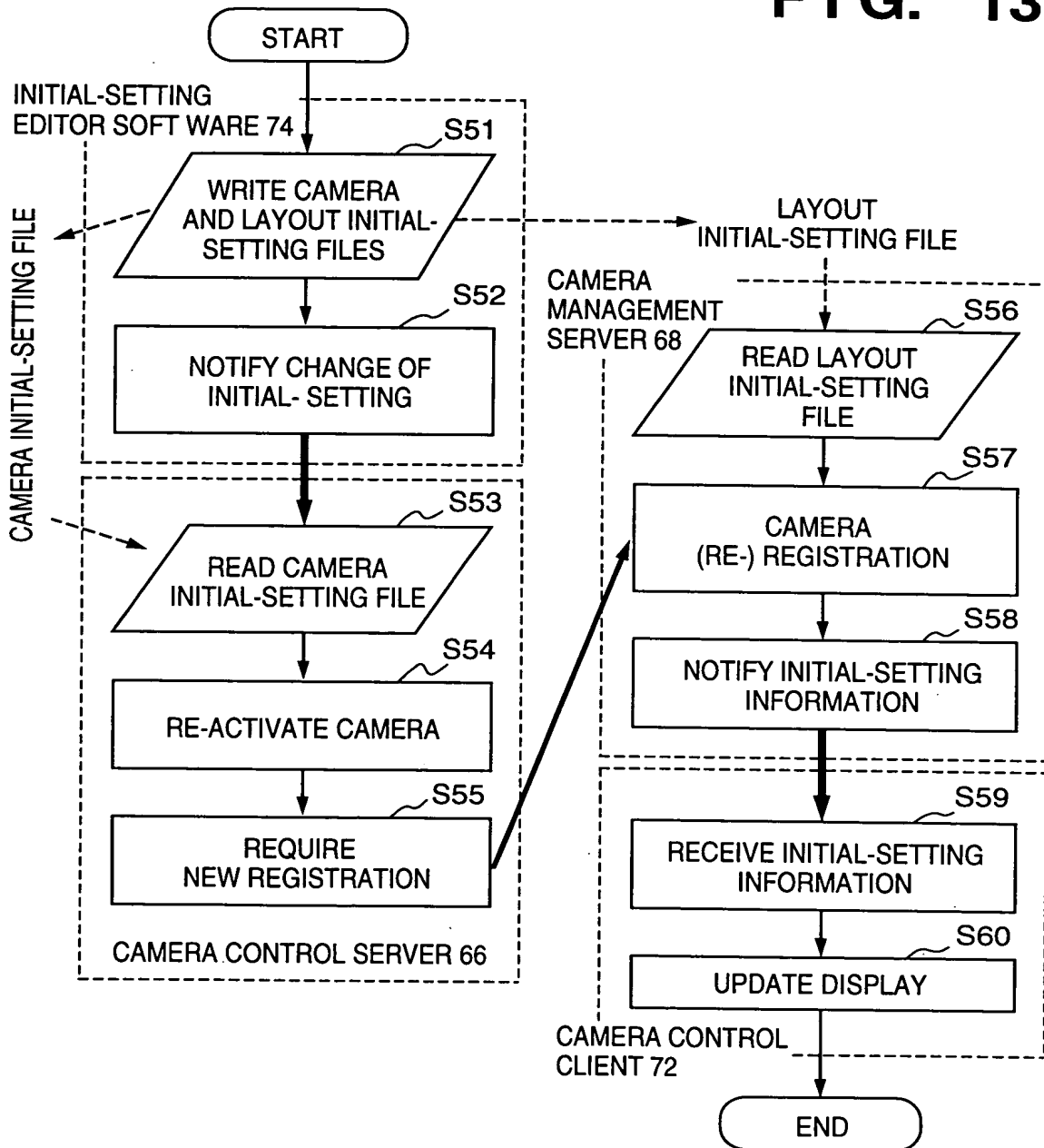


FIG. 14

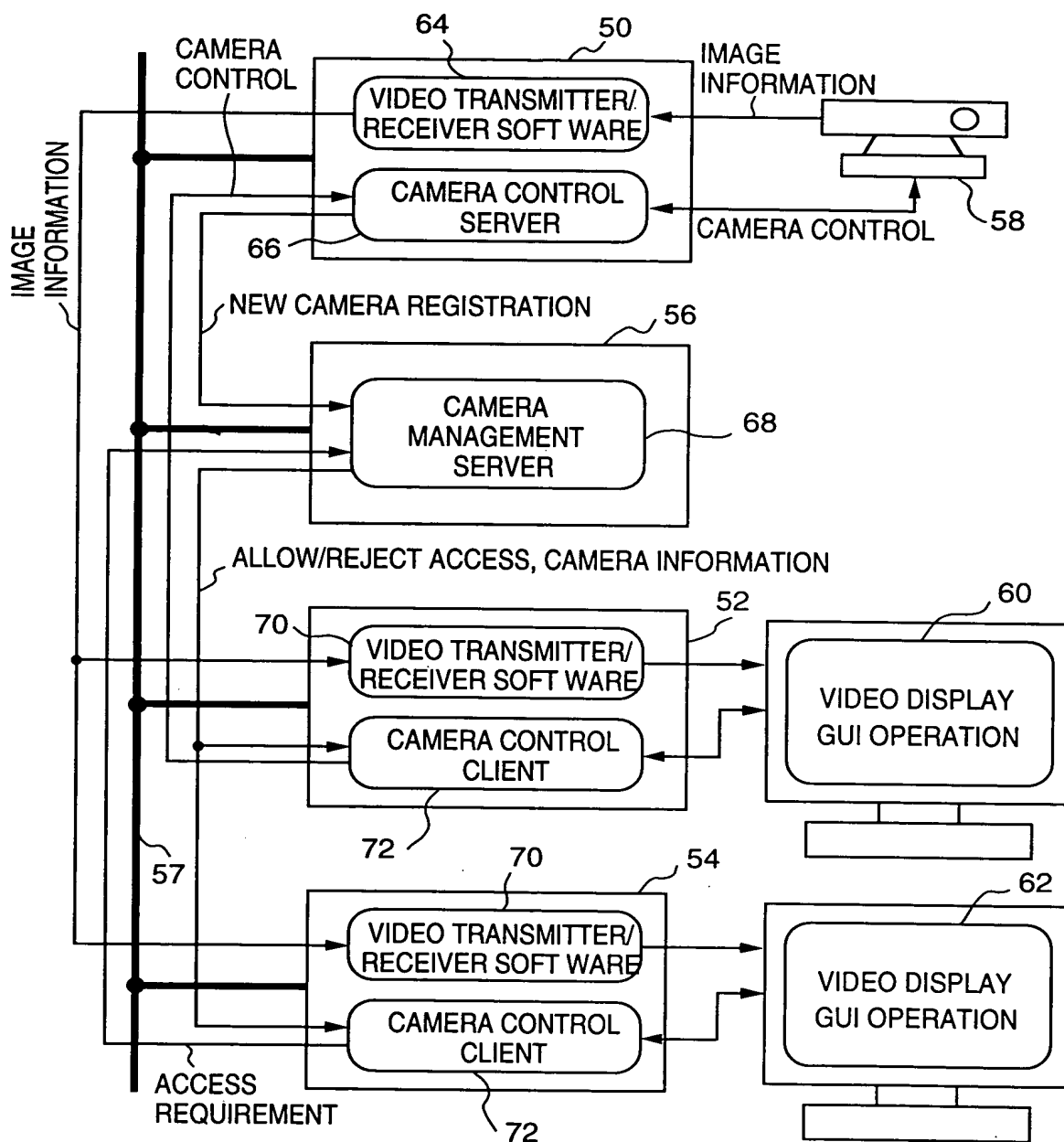


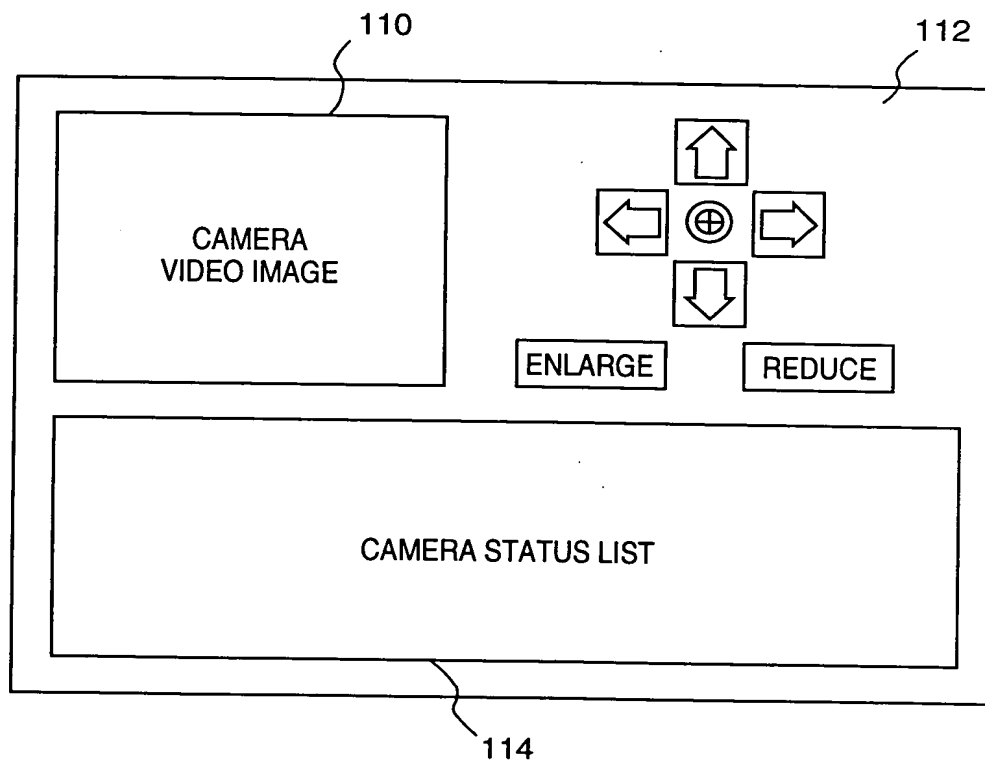
FIG. 15

FIG. 16

CAMERA	FLOOR	POSITION (x, y, z)	PAN ANGLE, TILT ANGLE, ZOOM	USER
CAMERA 1-1	A-26F	(250 , 30 , 120)	(50 , 10, 30)	USER 1
CAMERA 1-2	A-26F	(50 , 30 , 100)	(20 , 25, 0)	NOBODY
CAMERA 2-1	A-3F	(160 , 30 , 90)	(-10 , -5, 0)	NOBODY
CAMERA 3-1	B-10F	(420, 30, 130)	(30, 0, 15)	USER 2
CAMERA 3-2	B-10F	(500, 30, 110)	(-15, 15, 50)	NOBODY
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FIG. 17

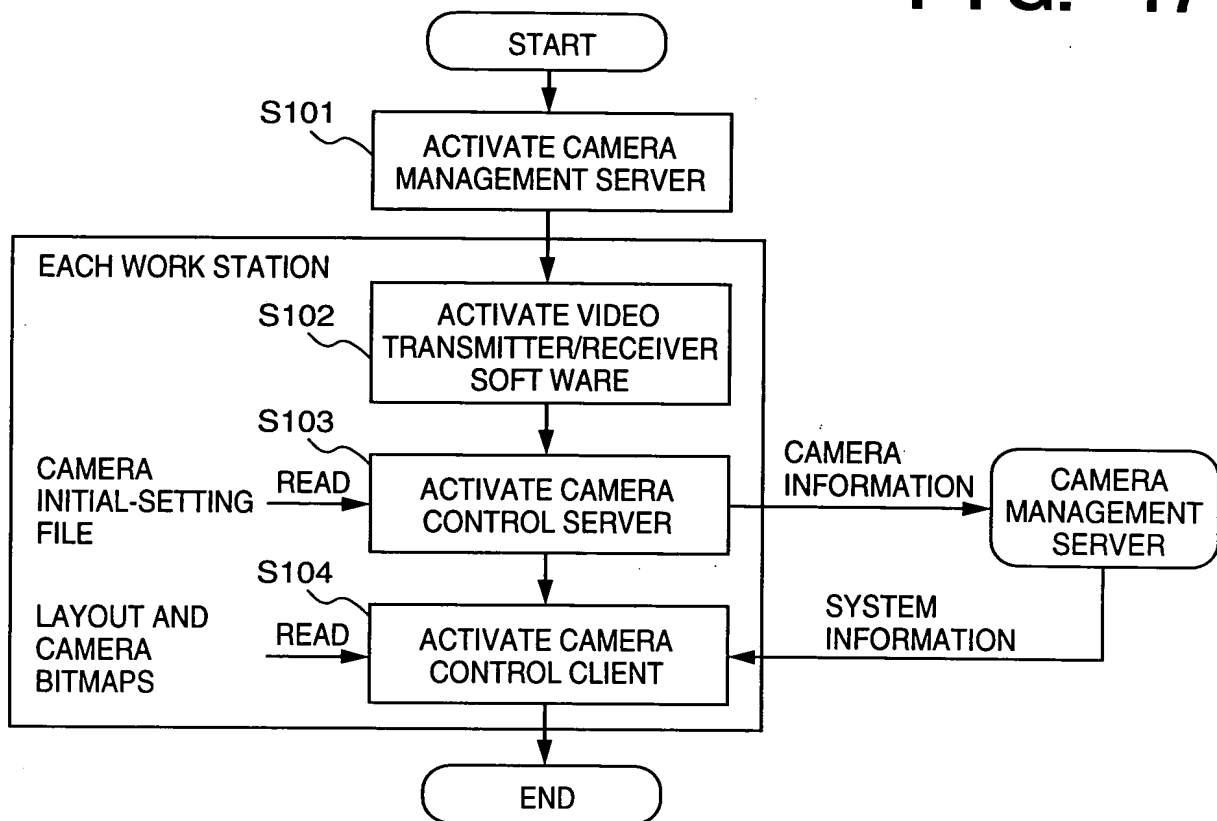


FIG. 18

CAMERA	FLOOR	POSITION (x, y, z)	INITIAL ATTITUDE (PAN ANGLE, TILT ANGLE)
CAMERA 1-1	A-26F	(250 , 30 , 120)	(50 , 10)
CAMERA 1-2	A-26F	(50 , 30 , 100)	(20 , 25)
CAMERA 1-3	A-3F	(160 , 30 , 90)	(-10 , -5)
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FIG. 19

CAMERA	HOST	FLOOR	POSITION (x, y, z)	PAN ANGLE, TILT ANGLE, ZOOM	USER	OTHERS
CAMERA 1-1	HOST 1	A-26F	(250 , 30 , 120)	(50 , 10, 30)	USER 1	-----
CAMERA 1-2	HOST 1	A-26F	(50 , 30 , 100)	(20 , 25, 0)	NOBODY	-----
CAMERA 2-1	HOST 2	A-3F	(160 , 30 , 90)	(-10 , -5, 0)	NOBODY	-----
CAMERA 3-1	HOST 3	B-10F	(420, 30, 130)	(30, 0, 15)	USER 2	-----
CAMERA 3-2	HOST 3	B-10F	(500, 30, 110)	(-15, 15, 50)	NOBODY	-----
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FIG. 20

CAMERA MANAGEMENT INFORMATION			
+			
NUMBER OF CAMERAS			
+			
CAMERA	HOST	PAN ANGLE, TILT ANGLE, ZOOM	USER
CAMERA 1-1	HOST 1	(50 , 10, 30)	USER 1
CAMERA 1-2	HOST 1	(20 , 25, 0)	NOBODY
CAMERA 2-1	HOST 2	(-10 , -5, 0)	NOBODY
CAMERA 3-1	HOST 3	(30, 0, 15)	USER 2
CAMERA 3-2	HOST 3	(-15, 15, 50)	NOBODY
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FIG. 21

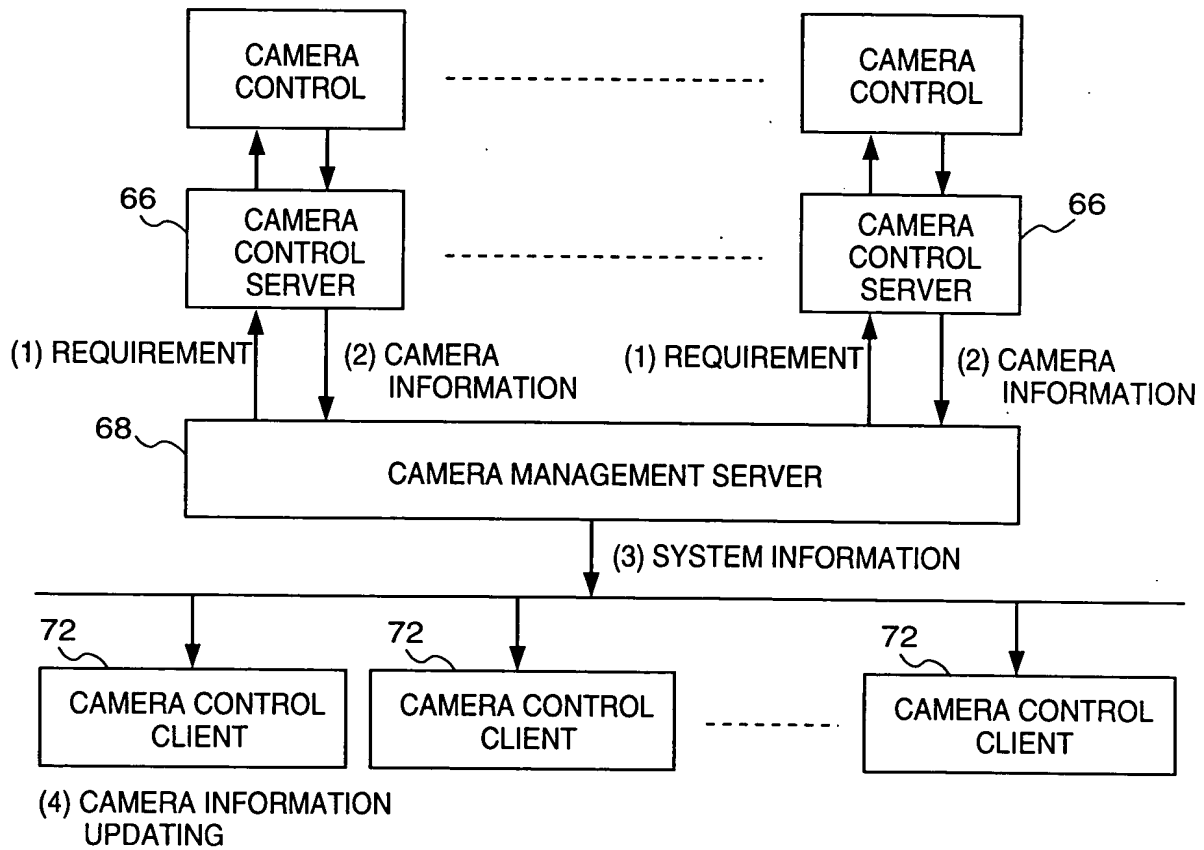


FIG. 22

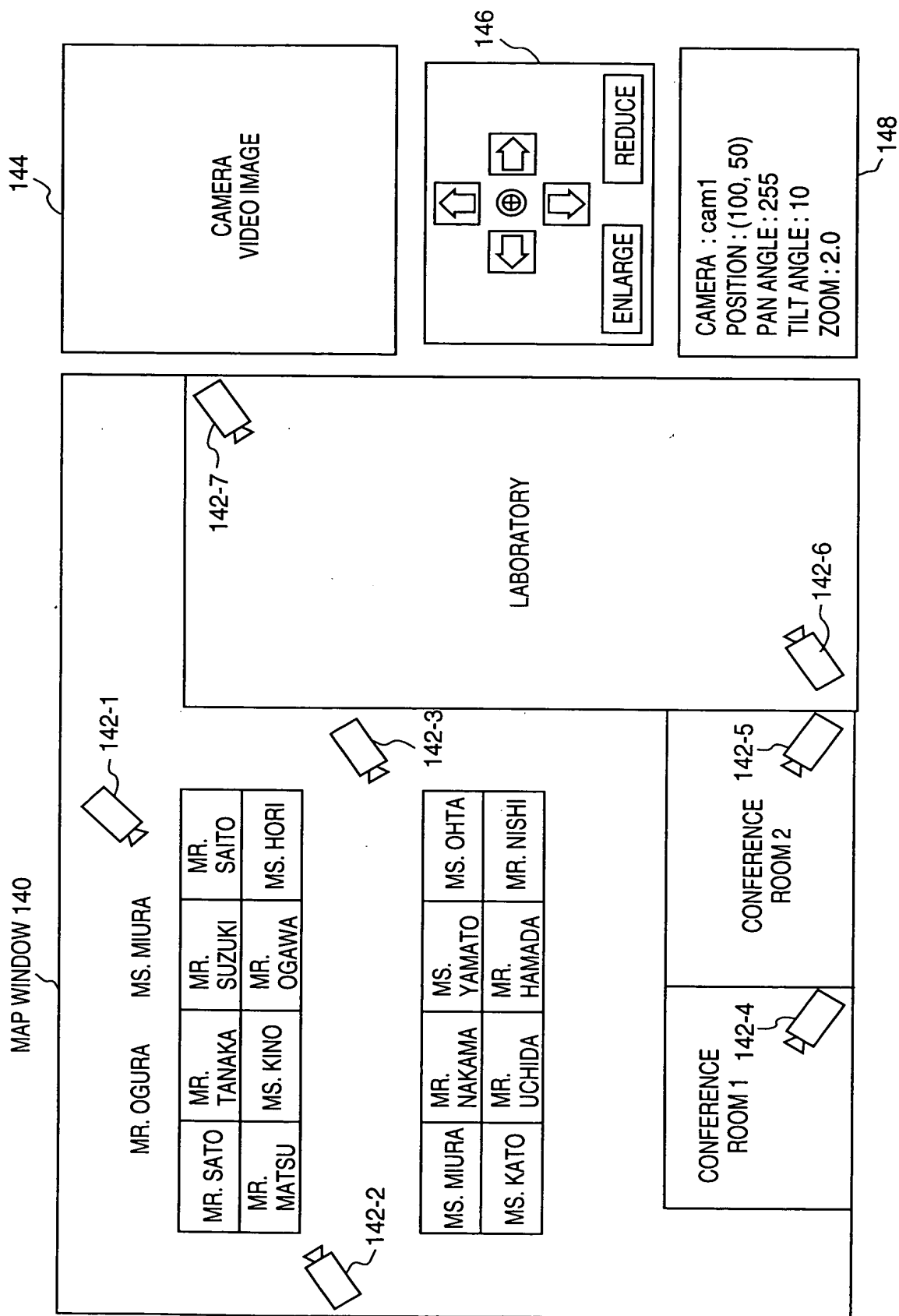


FIG. 23

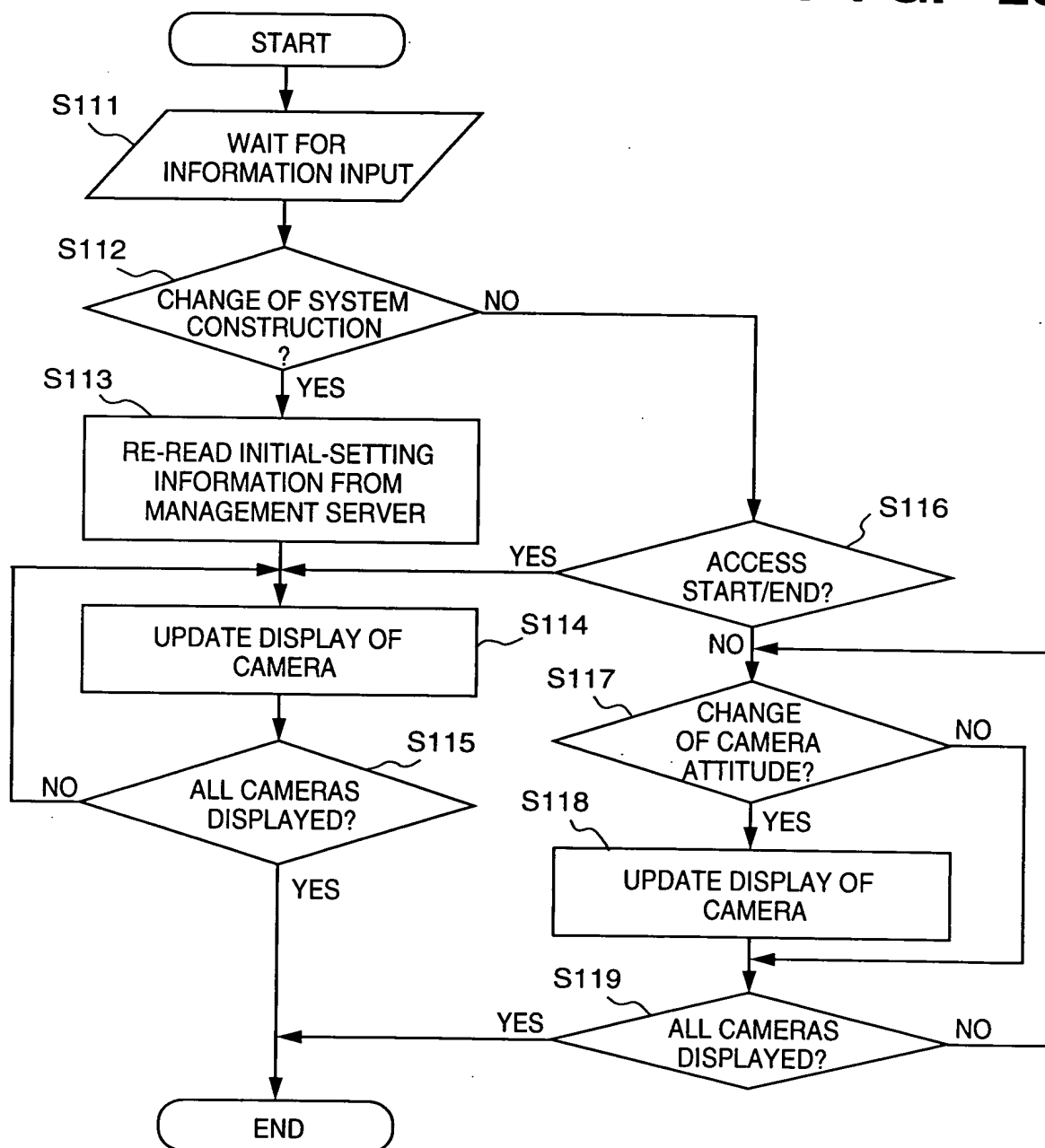


FIG. 24